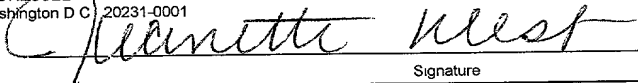| FORM PTO-1390 DEPARTMENT OF COMMERCE PATENT AND TRADEMARK OFFICE (REV 5-93)	ATTORNEY'S DOCKET NO. 851663.413USPC
TRANSMITTAL LETTER TO THE UNITED STATES DESIGNATED/ELECTED OFFICE (DO/EO/US) CONCERNING A FILING UNDER 35 U.S.C. 371	U.S. APPLICATION NO. (If known, see 37 CFR 1.5) 09/622736 Unknown

INTERNATIONAL APPLICATION NO. PCT/SG98/00014	INTERNATIONAL FILING DATE 21 February 1998 (21.02.1998)	PRIORITY DATE CLAIMED 21 February 1998 (21.02.1998)

TITLE OF INVENTION
A FAST FREQUENCY TRANSFORMATION TECHNIQUE FOR TRANSFORM AUDIO CODERS

APPLICANT(S) FOR DO/EO/US
ABSAR, Mohammed, Javed; GEORGE, Sapna; and ALVAREZ-TINOCO, Antonio, Mario

Applicant herewith submits to the United States Designated/Elected Office (DO/EO/US) the following items and other information:

1. ☒ This is a **FIRST** submission of items concerning a filing under 35 U.S.C. 371.

2. ☐ This is a **SECOND** or **SUBSEQUENT** submission of items concerning a filing under 35 U.S.C. 371.

3. ☒ This express request to begin national examination procedures (35 U.S.C. 371(f)) at any time rather than delay examination until the expiration of the applicable time limit set in 35 U.S.C. 371(b) and PCT Articles 22 and 39(1).

4. ☒ A proper Demand for International Preliminary Examination was made by the 19th month from the earliest claimed priority date.

5. ☒ A copy of the International Application as filed (35 U.S.C. 371(c)(2)).
    a. ☒ is transmitted herewith (required only if not transmitted by the International bureau).
    b. ☐ has been transmitted by the International Bureau.
    c. ☐ is not required, as the application was filed in the United States Receiving Office (RO/US).

6. ☐ A translation of the International Application into English (35 U.S.C. 371(c)(2)).

7. ☒ Amendments to the claims of the International Application under PCT Article 19 (35 U.S.C. 371(c)(3)).
    a. ☐ are transmitted herewith (required only if not transmitted by the International Bureau).
    b. ☐ have been transmitted by the International Bureau.
    c. ☐ have not been made; however, the time limit for making such amendments has NOT expired.
    d. ☒ have not been made and will not be made.

8. ☐ A translation of the amendments to the claims under PCT Article 19 (35 U.S.C. 371(c)(3)).

9. ☐ An oath or declaration of the inventor(s) (35 U.S.C. 371(c)(4)).

10. ☐ A translation of the annexes to the International Preliminary Examination Report under PCT Article 36 (35 U.S.C. 371(c)(5)).

Items 11 to 16 below concern document(s) or information included:

11. ☐ An Information Disclosure Statement under 37 CFR 1.97 and 1.98.

12. ☐ An assignment document for recording. A separate cover sheet in compliance with 37 CFR 3.28 and 3.31 is included.

13. ☐ A FIRST preliminary amendment.
    ☐ A SECOND or SUBSEQUENT preliminary amendment.

14. ☐ A substitute specification.

15. ☐ A change of power of attorney and/or address letter.

16. ☒ Other items or information:
    IPER Containing Article 34 Amendments; Postcard and Check for filing fees.

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DATE OF DEPOSIT **18 August 2000**

I hereby certify that this paper or fee is being deposited with the United States Postal Service "EXPRESS MAIL POST OFFICE TO ADDRESSEE" service under 37 C F R 1 10 on the date indicated above and is addressed to Assistant Commissioner for Patents, Washington D C 20231-0001

Signature

U.S. APPLICATION NO. (If known, see 37 CFR 1.5) Unknown 09/622736	INTERNATIONAL APPLICATION NO. PCT/SG98/00014	ATTORNEY'S DOCKET NUMBER 851663.413USPC

17. ☒ The following fees are submitted:

Basic National Fee (37 CFR 1.492(a)(1)-(5)):

CALCULATIONS
PTO USE ONLY

Search Report has been prepared by the EPO or JPO ....$ 840.00

International preliminary examination fee paid to USPTO (37 CFR 1.482)
....$ 670.00

No international preliminary examination fee paid to USPTO (cu CFR 1.482)
but international search fee paid to USPTO (37 CFR 1.445(a)(2)).................$ 690.00

Neither international preliminary examination fee (37 CFR 1.482) nor
international search fee (37 CFR 1.445(a)(2)) paid to USPTO $970.00

International preliminary examination fee paid to USPTO (37 CFR 1.482)
and all claims satisfied provisions of PCT Article 33(2)-(4)............................$ 96.00

ENTER APPROPRIATE BASIC FEE AMOUNT =	$840.00	
Surcharge of $130.00 for furnishing the oath or declaration later than ☐ 20 ☒ 30 months from the earliest claimed priority date (37 CFR 1.492(e)).	$130.00	

Claims	Number Filed	Number Extra	Rate		
Total Claims	40 - 20 =	20	x $ 18.00	$360.00	
Independent Claims	5 - 3 =	2	x $ 78.00	$156.00	
Multiple dependent claim(s) (if applicable)			+ $260.00	$260.00	

TOTAL OF ABOVE CALCULATIONS =	$1746.00	
Reduction by ½ for filing by small entity, if applicable. Verified Small Entity statement must also be filed. (NOTE: 37 CFR 1.9, 1.27, 1.28)	$.00	
SUBTOTAL =	$1746.00	
Processing fee of $130.00 for furnishing the English translation later than ☐ 20 ☐ 30 months from the earliest claimed priority date (37 CFR 1.492(f)). +	$.00	
TOTAL NATIONAL FEE =	$1746.00	
Fee for recording the enclosed assignment (37 CFR 1.21(h)). The assignment must be accompanied by an appropriate cover sheet (37 CFR 3.28, 3.31). $40.00 per property) +	$.00	
TOTAL FEES ENCLOSED =	**$1746.00**	
	Amount to be refunded:	
	charged	

a. ☒ A check in the amount of $1746.00 cover the above fees is enclosed.

b. ☐ Please charge my Deposit Account No. in the amount of $_ to cover the above fees. A duplicate copy of this sheet is enclosed.

c. ☒ The Commissioner is hereby authorized to charge any additional fees which may be required, or credit any overpayment to Deposit Account No. **19-1090**. A duplicate copy of this sheet is enclosed.

NOTE: Where an appropriate time limit under 37 CFR 1.494 or 1.495 has not been met, a petition to revive (37 CFR 1.137(a) or (b)) must be filed and granted to restore the application to pending status.

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46,274
REGISTRATION NUMBER

A FAST FREQUENCY TRANSFORMATION TECHNIQUE
FOR TRANSFORM AUDIO CODERS

Technical Field

5

This invention is applicable in the field of multi-channel audio coders which use modified discrete cosine transform as a step in the compression of audio signals.

Background Art

10

In order to more efficiently broadcast or record audio signals, the amount of information required to represent the audio signals may be reduced. In the case of digital audio signals, the amount of digital information needed to accurately reproduce the original pulse code modulation (PCM) samples may be reduced by applying a digital compression

15 algorithm, resulting in a digitally compressed representation of the original signal. The goal of the digital compression algorithm is to produce a digital representation of an audio signal which, when decoded and reproduced, sounds the same as the original signal, while using a minimum of digital information for the compressed or encoded representation.

20 Recent advances in audio coding technology have led to high compression ratios while keeping audible degradation in the compressed signal to a minimum. These coders are intended for a variety of applications, including 5.1 channel film soundtracks, HDTV, laser discs and multimedia. Description of one applicable method can be found in the Advanced Television Systems Committee (ATSC) Standard document entitled "Digital

25 Audio Compression (AC-3) Standard", Document A/52, 20 December, 1995.

In the basic approach, at the encoder the time domain audio signal is first converted to the frequency domain using a bank of filters. The frequency domain coefficients, thus generated, are converted to fixed point representation. In fixed point syntax, each

30 coefficient is represented as a mantissa and an exponent. The bulk of the compressed bitstream transmitted to the decoder comprises these exponents and mantissas.

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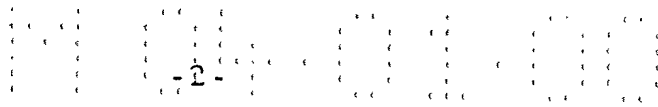
The exponents are usually transmitted in their original form. However, each mantissa must be truncated to a fixed or variable number of decimal places. The number of bits to be used for coding each mantissa is obtained from a bit allocation algorithm which may be based on the masking property of the human auditory system. Lower numbers of bits
5 result in higher compression ratios because less space is required to transmit the coefficients. However, this may cause high quantization errors, leading to audible distortion. A good distribution of available bits to each mantissa forms the core of the advanced audio coders.

10 The frequency transformation phase has one of the greatest computation requirements in a transform coder. Therefore, an efficient implementation of this phase can decrease the computation requirement of the system significantly and make real time operation of the encoder more easily attainable.

15 In some encoders such as those specified in the AC-3 standard, the frequency domain transformation of signals is performed by the modified discrete cosine transform (MDCT). If directly implemented, the MDCT requires $O(N^2)$ additions and multiplications. However it has been found possible to reduce the number of required operations significantly if the MDCT equation is able to be computed in a from that is amenable to
20 the use of the well known Fast Fourier Transform (FFT) method of J.W. Cooley and J.W. Tukey (1960). A known application of an FFT to an MDCT is disclosed in, for example, EP-A-0564089.

The present invention seeks to provide an alternative computation method using a Fast
25 Fourier Transform. Moreover, the invention seeks to use a single FFT for two channels to achieve greater reduction in computational requirements of the system.

Summary of the Invention

30 In accordance with the present invention there is provided a method for coding audio data comprising a sequence of digital audio samples, including the steps of:

     i)   multiplying the input samples with a first trigonometric function factor to generate an intermediate sample sequence;
35   ii)   computing a fast Fourier transform of the intermediate sample sequence to generate a Fourier transform coefficient sequence;

iii)   for each transform coefficient in the sequence, multiplying the real and imaginary components of the transform coefficient by respective second trigonometric function factors, adding the multiplied real and imaginary transform coefficient components to generate an addition stream coefficient, and subtracting the multiplied real
5 and imaginary transform coefficient components to generate a subtraction stream coefficient;

iv)   multiplying the addition and subtraction stream coefficients with respective third trigonometric function factors; and

v)   subtracting the corresponding multiplied addition and subtraction stream
10 coefficients to generate audio coded frequency domain coefficients.

The present invention also provides a method for coding audio data, including the steps of:

combining first and second sequences of digital audio samples from first and
15 second audio channels into a single complex sample sequence;

determining a Fourier transform coefficient sequence as defined above;

generating first and second transform coefficient sequences by combining and/or differencing first and second selected transform coefficients from said Fourier transform coefficient sequence; and

20   for each of the first and second transform coefficient sequences, generating audio coded frequency domain coefficients as defined above, so as to generate respective sequences of said audio coded frequency domain coefficients for the first and second audio channels.

25 The present invention also provides a method for coding audio data including the steps of:

obtaining at least one input sequence of digital audio samples;

pre-processing the input sequence samples including applying a pre-multiplication factor to obtain modified input sequence samples;

transforming the modified input sequence samples into a transform coefficient
30 sequence utilising a fast Fourier transform; and

post-processing the sequence of transform coefficients including applying first post-

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multiplication factors to the real and imaginary coefficient components, differencing and combining the post-multiplied real and imaginary components, applying second post-multiplication factors to the difference and combination results, and differencing to obtain a sequence of modified discrete cosine transform coefficients representing said input
5 sequence of digital audio samples.

The present invention also provides a method for coding audio data including the steps of:

obtaining first and second input sequences of digital audio samples corresponding to respective first and second audio channels;

10   combining the first and second input sequences of digital audio samples into a single complex input sample sequence;

pre-processing the complex input sequence samples including applying a pre-multiplication factor to obtain modified complex input sequence samples;

transforming the modified complex input sequence samples into a complex
15 transform coefficient sequence utilising a fast Fourier transform; and

post-processing the sequence of complex transform coefficients to obtain first and second sequences of audio coded frequency domain coefficients corresponding to the first and second audio channels including, for each corresponding frequency domain coefficient in the first and second sequences, selecting first and second complex transform coefficients
20 from said sequence of complex transform coefficients, combining the first complex transform coefficient and the complex conjugate of the second complex transform coefficient for said first channel and differencing the first complex transform coefficient and the complex conjugate of the second complex transform coefficient for said second channel, and applying respective post-multiplication factors to the combination and
25 difference to obtain said audio coded frequency domain coefficients corresponding to the first and second audio channels.

The present invention further provides A method for coding audio data including the steps of:

30   obtaining first and second input sequences of digital audio samples $x[n]$, $y[n]$ corresponding to respective first and second audio channels;

combining the first and second input sequences of digital audio samples into a single complex input sample sequence $z[n]$, where $z[n] = x[n] + jy[n]$;

pre-processing the complex input sequence samples including applying a pre-multiplication factor $cos(\pi n/N) + jsin(\pi n/N)$ to obtain modified complex input sequence

5   samples, where N is the number of audio samples in each of the first and second input sequences and $n = 0,....,(N-1)$;

transforming the modified complex input sequence samples into a complex transform coefficient sequence Z_k utilising a fast Fourier transform, wherein $k = 0,....,(N/2-1)$; and

10   post-processing the sequence of complex transform coefficients to obtain first and second sequences of audio coded frequency domain coefficients corresponding to the first and second audio channels X_k, Y_k according to:

$$G_k = (Z_k + Z^*_{N-k-1})/2 \qquad k=0...N/2-1$$

$$G'_k = (Z_k - Z^*_{N-k-1})/2j \qquad k=0...N/2-1$$

$$X_k = cos\gamma * (g_{k,r}cos(\pi(k+1/2)/N) - g_{k,i}sin(\pi(k+1/2)/N))$$
$$- sin\gamma * (g_{k,r}sin(\pi(k+1/2)/N) + g_{k,i}cos(\pi(k+1/2)/N))$$

$$Y_k = cos\gamma * (g'_{k,r}cos(\pi(k+1/2)/N) - g'_{k,i}sin(\pi(k+1/2)/N))$$
$$- sin\gamma * (g'_{k,r}sin(\pi(k+1/2)/N) + g'_{k,i}cos(\pi(k+1/2)/N))$$

15   where G_k is a transform coefficient sequence for the first channel;

G'_k is a transform coefficient sequence for the second channel;

$g_{k,r}$ and $g_{k,i}$ are the real and imaginary transform coefficient components of G_k;

$g'_{k,r}$ and $g'_{k,i}$ are the real and imaginary transform coefficient components of G'_k;

Z^*_{N-k-1} is the complex conjugate of Z_{N-k-1}; and

20    $\gamma(k) = \pi(2k+1)/4$.

The modified discrete cosine transform equation can be expressed as

$$X_k = \sum_{n=0}^{n=N-1} x[n] * \cos(2\pi*(2n+1)*(2k+1)/4N + \pi*(2k+1)/4) \qquad k=0...(N/2-1)$$

where $x[n]$ is the input sequence for a channel and N is the transform length.

Instead of evaluating X_k in the form given above it could be computed as

$$X_k = \cos\gamma *(g_{k,r}\cos(\pi(k+1/2)/N)-g_{k,i}\sin(\pi(k+1/2)/N))$$
$$-\sin\gamma *(g_{k,r}\sin(\pi(k+1/2)/N)+g_{k,i}\cos(\pi(k+1/2)/N))$$
$$g_{k,r}, g_{k,i} \in \Re(\textit{set of real numbers})$$

where $\quad G_k = g_{k,r} + jg_{k,i} = \sum_{n=0}^{n=N-1} (x[n]e^{j\pi n/N}) *e^{j2\pi nk/N}\quad$. The symbol j represents the

5   imaginary number $\sqrt{-1}$. The expression $\sum_{n=0}^{n=N-1} (x[n]e^{j\pi n/N}) *e^{j2\pi nk/N}$ is obtained from

the well known FFT method, by first using transformation $x'[n]=x[n] * e^{j\pi n/N}$ and then

computing the FFT $\quad G_k = \sum_{n=0}^{n=N-1} x'[n] *e^{j2\pi nk/N}$.

For a two channel approach, a complex variable $z[n] = x[n]*e^{j\pi n/N} + jy[n]*e^{j\pi n/N}$ is

10   defined, where $x[n]$ and $y[n]$ are sample sequence for the two channels and $e^{j\pi n/N}$

represents the pre-multiplication factor. Using FFT approach, the frequency coefficient Z_k

for the variable $z[n]$ is computed. From Z_k the value $G_k = (Z_k + Z^*_{N-k-1})/2$ and $G'_k =(Z_k -$

$Z^*_{N-k-1})/2j$, required to compute the final MDCT for each channel, respectively, is

calculated.

15

If either or both the channels require short length transformers, two short transforms are

taken using the above approach. If neither need short transform, a single long transform

is used. As an additional step in reducing computation, the windowing function can be

combined with the pre-processing stage.

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Brief Description of the Drawings

The invention is described in detail hereinafter, by way of example only, with reference to preferred embodiments thereof and with aid of the accompanying drawings, wherein:

5   Figure 1 is a diagrammatic representation of a stream of audio data and the substructure arrangement thereof;

Figure 2 is a functional block diagram of a digital audio encoder;

Figure 3 is a functional block diagram of a system for encoding a single audio channel; and

10   Figure 4 is a functional block diagram of a system for encoding a pair of audio channels.

Detailed Description of the Preferred Embodiments

15 The above mentioned Advanced Television Systems Committee (ATSC) Standard document entitled "Digital Audio Compression (AC-3) Standard" (Document A/52, 20 December, 1995) describes methods for encoding and decoding audio signals, and is hereby expressly incorporated herein by reference.

20 In general, the input to an audio coder comprises a stream of digitised samples of the time domain analog signal. For a multi-channel encoder the stream consists of interleaved samples for each channel. The input stream is sectioned into blocks, each block containing N consecutive samples of each channel (see Fig. 1). Thus within a block the N samples of a channel form a sequence $\{x[0], x[1], x[2], ..., x[N-1]\}$.

25

The time domain samples are next converted to the frequency domain using an analysis filter bank (see Fig. 2). The frequency domain coefficients, thus generated, form a coefficient set which can be identified as $(X_0, X_1, X_2, ..., X_{N/2-1})$. Since the signal is real only the first $N/2$ frequency components are considered. Here X_0 is the lowest frequency

30 (DC) component while $X_{N/2-1}$ is the highest frequency component of the signal.

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Audio compression essentially entails finding how much of the information in the set (X_0, X_1, X_2, ..., $X_{N/2-1}$) is necessary to reproduce the original analog signal at the decoder with minimal audible distortion.

5   The coefficient set is normally converted into floating point format, where each coefficient is represented by an exponent and mantissa. The exponent set is usually transmitted in its original form.   However, the mantissa is truncated to a fixed or variable number of decimal places. The value of number of bits for coding a mantissa is usually obtained from a bit allocation algorithm which for advanced psychoacoustic coders may be based 10 on the masking property of the human auditory system. A low number of bits results in high compression ratio because less space is required to transmit the coefficients. However this causes very high quantization error leading to audible distortion. A good distribution of available bits to each mantissa forms the core of the most advanced encoders.

15

In some encoders such as the AC-3, the frequency domain transformation of signals is performed by the (MDCT) modified discrete cosine transform (Eq. 1).

$$X_k = \sum_{n=0}^{n=N-1} x[n] \; * \; \cos(2\pi*(2n+1)*(2k+1)/4N \; + \; \pi*(2k+1)/4) \quad k=0...(N/2-1) \quad \text{Eq. 1}$$

If directly implemented in the form given above, the MDCT requires $O(N^2)$ additions and multiplications.

20

Single Channel FFT

It is possible to reduce the number of required operations significantly if one is able to 25 evaluate Eq. 1 using the well known Fast Fourier Transform method of J.W. Cooley and J.W. Tukey (1960). The general Discrete Fourier Transform (DFT) is given below (Eq. 2). It requires $O(N^2)$ complex additions and multiplications. By using the Fast Fourier Transform method the DFT in Eq. 2 can be computed with $O(N\log 2N)$ operations only.

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$$F_k = \sum_{n=0}^{n=N-1} \left(x[n] * e^{2\pi j n k/N} \right) \qquad k=0..N-1 \qquad \text{Eq. 2}$$

Here j is the symbol for imaginary number, i.e. $j = \sqrt{-1}$.

Although it may not be immediately apparent how Eq. 1 can be transformed to Eq. 2, a careful analysis shows that this is indeed possible. To simplify Eq. 1, two functions can

5 be defined

$$\alpha(n,k) = 2\pi(2n+1)(2k+1)/4N \qquad \text{Eq. 3}$$

$$\gamma(k) = \pi(2k+1)/4 \qquad \text{Eq. 4}$$

Then, using these functions, Eq. 1 can be rewritten as

$$X_k = \sum_{n=0}^{n=N-1} x[n] * \cos(\alpha(n,k)+\gamma(k)) \qquad \text{Eq. 5}$$

$$= \sum_{n=0}^{n=N-1} x[n] * (\cos\alpha(n,k)\cos\gamma(k) - \sin\alpha(n,k)\sin\gamma(k)) \qquad \text{Eq. 6}$$

10 In Eq. 6 the trigonometric equality, $\cos(a+b) = \cos a \cos b - \sin a \sin b$ is used for simplification. Furthermore, since the function $\gamma(k)$ is not dependant on variable n, it can be brought outside the summation expression to give

$$X_k = \cos\gamma(k) \sum_{n=0}^{n=N-1} x[n] * \cos\alpha(n,k) - \sin\gamma(k) \sum_{n=0}^{n=N-1} x[n] * \sin\alpha(n,k)$$

$$= T_1\cos\gamma(k) - T_2\sin\gamma(k) \qquad \text{Eq. 7}$$

where $\qquad T_1 = \sum_{n=0}^{n=N-1} x[n] * \cos\alpha(n,k) \qquad$ and $\qquad T_2 = \sum_{n=0}^{n=N-1} x[n] * \sin\alpha(n,k)$

The two terms, T_1 and T_2, can now be evaluated separately. Using Euler's identity $e^{i\theta} =$

15 $\cos\theta + j\sin\theta$, we can express:

$$\cos\alpha(n,k) = (e^{j\alpha(n,k)} + e^{-j\alpha(n,k)})/2$$

and $\qquad \sin\alpha(n,k) = (e^{j\alpha(n,k)} - e^{-j\alpha(n,k)})/2j$.

- 10 -

Therefore we can rewrite the term T_1 as

$$T_1 = \sum_{n=0}^{n=N-1} x[n]*(e^{j\alpha}+e^{-j\alpha})/2 = 1/2(\sum_{n=0}^{n=N-1} x[n]*e^{j\alpha} + \sum_{n=0}^{n=N-1} x[n]*e^{-j\alpha})$$
$$= 1/2\ (A_1 + A_2) \qquad\qquad \text{Eq. 8}$$

where $\quad A_1 = \sum_{n=0}^{n=N-1} x[n]*e^{j\alpha} \quad$ and $\quad A_2 = \sum_{n=0}^{n=N-1} x[n]*e^{-j\alpha}$

Similarly

$$T_2 = \sum_{n=0}^{n=N-1} x[n]*(e^{j\alpha}-e^{-j\alpha})/2 = 1/2j(\sum_{n=0}^{n=N-1} x[n]*e^{j\alpha} - \sum_{n=0}^{n=N-1} x[n]*e^{-j\alpha})$$
$$= 1/2j(A_1 - A_2) \qquad\qquad \text{Eq. 9}$$

The term A_1 can thus be evaluated from Eq. 8 and Eq. 9

$$A_1 = \sum_{n=0}^{n=N-1} x[n]*e^{j\alpha}$$
$$= \sum_{n=0}^{n=N-1} x[n]*e^{j(2\pi(2n+1)(2k+1)/4N)}$$
$$= e^{j\pi(k+1/2)/N} * \sum_{n=0}^{n=N-1} (x[n]*e^{j\pi n/N}) * e^{j2\pi nk/N}$$

$$\text{Eq. 10}$$

5 If a complex variable is defined as:

$$x'[n]=x[n]*e^{j\pi n/N} \qquad\qquad \text{Eq. 11}$$

then Eq. 10 is simply:

$$A_1 = e^{j\pi(k+1/2)/N} * \sum_{n=0}^{n=N-1} x'[n]*e^{j2\pi nk/N}$$
$$= e^{j\pi(k+1/2)/N} * G_k \qquad\qquad \text{Eq. 12}$$

where $\quad G_k = \sum_{n=0}^{n=N-1} x'[n]*e^{j2\pi nk/N}$

The complex term $G_k = g_{k,r} + g_{k,i}$, where $g_{k,r}$ and $g_{k,i} \in \Re$ (set of real numbers) in Eq. 12 is essentially the same as F_k in Eq. 2. Therefore the FFT approach can be used to evaluate G_k. This brings down computation from $O(N^2)$ to $O(N\log N)$. Similarly, the second term A_2 in Eq. 8 and Eq. 9 can be evaluated

$$A_2 = \sum_{n=0}^{n=N-1} x[n]*e^{-j\alpha(n,k)} = e^{-j\pi(2k+1/2)/N} * \sum_{n=0}^{n=N-1} (x[n]*e^{-j\pi n/N})*e^{-j2\pi nk/N}$$

$$= e^{-j\pi(2k+1/2)/N} * G_k^*$$
                Eq. 13

5   where $$G_k^* = \sum_{n=0}^{n=N-1} (x[n]*e^{-j\pi n/N})*e^{-j2\pi nk/N}$$

Note that G_k^* is actually the complex conjugate of G_k which was obtained by Eq. 12. That is, if $G_k = g_{k,r} + g_{k,i}$, where $g_{k,r}$ and $g_{k,i} \in \Re$ as defined earlier, then $G_k^* = g_{k,r} - jg_{k,i}$. Therefore G_k^* in Eq. 13 does not need to be computed again, and the result from Eq. 12 can be re-used. That is, only one FFT needs to be computed for the evaluation of T_1.

10   The result of Eq. 8 to Eq. 13 is thus

$$T_1 = 1/2(e^{j\pi(k+1/2)/N} G_k + e^{-j\pi(k+1/2)/N} G_k^*)$$
             Eq. 14

Next, the term T_2 can be analysed

$$T_2 = \sum_{n=0}^{n=N-1} x[n]*(e^{j\alpha} - e^{-j\alpha})/2j$$

$$= 1/2j(A_1 - A_2)$$

$$= 1/2j(e^{j\pi(k+1/2)/N} G_k - e^{-j\pi(k+1/2)/N} G_k^*)$$
             Eq. 15

Finally, after simplifications of Eq. 7, 14 and 15

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$$X_k = \cos\gamma(k)\ 1/2(e^{j\pi(k+1/2)/N}\ G_k + e^{-j\pi(k+1/2)/N}\ G_k^*)$$
$$- \sin\gamma(k)\ 1/2j(e^{j\pi(k+1/2)/N}\ G_k - e^{-j\pi(k+1/2)/N}\ G_k^*)$$
$$= \cos\gamma\ *\ (g_{k,r}\cos(\pi(k+1/2)/N) - g_{k,i}\sin(\pi(k+1/2)/N)$$
$$- \sin\gamma\ *\ (g_{k,r}\sin(\pi(k+1/2)/N) + g_{k,i}\cos(\pi(k+1/2)/N)$$
$$= \cos\gamma\ *\ T_1\ -\ \sin\gamma\ *\ T_2 \qquad\qquad\qquad \text{Eq. 16}$$

The term $G_k = g_{k,r} + jg_{k,i}$ is computed in $O(N\log N)$ operation by use of FFT algorithms.
The additional operation outlined in Eq. 16 to extract the final X_k is only of order $O(N)$.
Therefore the MDCT can now be computed in $O(N\log_2 N)$ time. The operations required
to obtain the MDCT are illustrated in Fig. 3.

5

Combining Two Channels into Single FFT

Suppose the multi-channel encoder is required to process m audio channels. Instead of
computing an FFT for each channel as described in the previous section, it is possible to
10 further reduce the computational requirement of the coder by combining two channels and
using a single FFT only. In effect, instead of m FFTs only $m/2$ FFTS need to be
computed.

If the input sequence are real numbers then it is known that DFT for any two channels can
15 be computed with only one FFT block by considering the input as a complex number.
The real part is formed from the sequence for any one channel and the imaginary part is
from data of another channel. After the Fourier Transform is computed for the resulting
complex variable, the resulting transform for each channel can be easily retrieved.

20 However, in the present case the input data to the FFT block is actually a complex number
(formed by multiplying the real data by complex variable $e^{j\pi m/N}$). In this case, there is no
straightforward way of retrieving the frequency transform after having combined two
channels. However, using some processing after the FFT one can still compute the DFT
of two channel using a single FFT block.

25

- 13 -

Let $\{x[0],x[1],x[2],\ldots,x[N-1]\}$ be N input samples of the first channel and

$\{y[0],y[1],y[2],\ldots y[N-1]\}$ be the samples for the second channel. As described above, the

frequency coefficients $\quad G_k = \sum_{n=0}^{n-N-1} x[n]e^{j\pi n/N} * e^{j2\pi nk/N}$ (Eq. 12 and 13) must be

obtained for the first channel; and similarly, for the second channel

5    $G'_k = \sum_{n=0}^{n-N-1} y[n]e^{j\pi n/N} * e^{j2\pi nk/N}$

Defining complex variable $z[n] = x[n]*e^{j\pi n/N} + jy[n]*e^{j\pi n/N}$ Eq. 17

and computing its DFT using the FFT method, yields

$$Z_k = \sum_{n=0}^{n=N-1} z[n]*e^{j2\pi nk/N} \qquad\qquad k=0\ldots N-1$$

$$= \sum_{n=0}^{n=N-1} (x[n] + jy[n])e^{j\pi n/N}*e^{j2\pi nk/N}$$

$$= \sum_{n=0}^{n=N-1} (x[n] + jy[n])*e^{j2\pi n(k+1/2)/N}$$ Eq. 18

Now substituting $N-k$ for k in the above expression,

$$Z_{N-k} = \sum_{n=0}^{n=N-1} (x[n] + jy[n])*e^{j2\pi n(N-k+1/2)/N} \qquad\qquad k=0\ldots N-1$$

$$= \sum_{n=0}^{n=N-1} (x[n] + jy[n])*e^{j2\pi n(-k+1/2)/N}*e^{-j2\pi n}$$

$$= \sum_{n=0}^{n=N-1} (x[n] + jy[n])*e^{j2\pi n(-k+1/2)/N}$$ Eq. 19

Since $e^{j2\pi n} = 1$, $n \in I$ (the set of integers), the term $e^{j2\pi n}$ vanishes in the above expression.

10 Taking the complex conjugate of Z_{N-k}:

$$Z^*_{N-k} = \sum_{n=0}^{n=N-1} (x[n]-jy[n])*e^{-j2\pi n(-k+1/2)/N}$$

$$= \sum_{n=0}^{n=N-1} (x[n]-jy[n])*e^{j2\pi n(k-1/2)/N}$$ Eq. 20

- 14 -

Using Eq. 18 and 20, separate expressions for G_k and G'_k are required. In a simple case the conjugates in Eq. 18 and 20 should add and subtract to give the required expressions. However in this instance that is not the case. But, substituting $N-k$ by $N-k-1$ in Eq. 18, the following is obtained

$$Z^*_{N-k-1} = \sum_{n=0}^{n=N-1} (x[n] - jy[n]) * e^{j2\pi n(k+1/2)/N} \qquad \text{Eq. 21}$$

5 Now the term $e^{j2\pi n(k+1/2)/N}$ is common in both Eq. 17 and 19, and it is possible to isolate.

$$
\begin{aligned}
Z_k + Z^*_{N-k-1} &= \sum_{n=0}^{n=N-1} x[n] * e^{j2\pi n(k+1/2)/N} + j\sum_{n=0}^{n=N-1} y[n] * E^{j2\pi n(k+1/2)/N} \\
&\quad + \left(\sum_{n=0}^{n=N-1} x[n] * e^{j2\pi n(k+1/2)/N} - j\sum_{n=0}^{n=N-1} y[n] * E^{j2\pi n(k+1/2)/N} \right) \\
&= 2\sum_{n=0}^{n=N-1} (x[n]e^{j\pi n/N}) * e^{j2\pi nk/N} \\
&= 2G_k
\end{aligned}
$$

Similarly,

$$
\begin{aligned}
Z_k - Z^*_{N-k-1} &= \sum_{n=0}^{n=N-1} x[n] * e^{j2\pi n(k+1/2)/N} + j\sum_{n=0}^{n=N-1} y[n] * E^{j2\pi n(k+1/2)/N} \\
&\quad - \left(\sum_{n=0}^{n=N-1} x[n] * e^{j2\pi n(k+1/2)/N} - j\sum_{n=0}^{n=N-1} y[n] * E^{j2\pi n(k+1/2)/N} \right) \\
&= 2j\sum_{n=0}^{n=N-1} (y[n]e^{j\pi n/N}) * e^{j2\pi nk/N} \\
&= 2jG'_k
\end{aligned}
$$

That is

$$G_k = (Z_k + Z^*_{N-k-1})/2 \qquad k=0..N/2-1 \qquad \text{Eq. 22}$$

and

10

$$G'_k = (Z_k - Z^*_{N-k-1})/2j \qquad k=0..N/2-1 \qquad \text{Eq. 23}$$

- 15 -

From the expression from Eq. 22 and 23 into Eq. 16, the MDCT for each channel is obtained. The overall process is illustrated in Fig. 4.

Transform Length Adjustment Technique

5

The frequency transform length N is decided by the encoder based on temporal and spectral resolution requirements. The input signal is usually analysed with a high frequency bandpass filter to detect the presence of transients. This information is used to adjust the block length, restricting quantization noise associated with the transient within a

10 small temporal region about the transient, avoiding temporal masking. Thus, if transient is detected in a channel, two short transform of length $N/2$ each are taken. In the absence of transient, a single long transform of length N is used, thus providing higher spectral resolution.

15 From the method described in the previous section for computing MDCT for two channels using a single FFT block, it is evident that the transform length for the two paired channels must be the same. Therefore, pairing for the transformation phase much be such that channels with identical transform length are grouped together.

20 It is however possible that not all channels can be paired with such convenience. Assume that the total number of channels are an even number (if not, take a single FFT for one channel and the rest form an even group). Suppose out of the m channels, l need long transform and therefore $m-l$ require short transform.

25 If l is an even number, then since the total is even, it follows that $l-m$ is also even. In this case, from the l channels that need long transform, $l/2$ pairs are formed and for each of the $l/2$ pairs a single FFT is computed to estimate the MDCT for the original paired channels. Similarly, the $l-m$ channels are paired to form $(l-m)/2$ pairs and for the $(l-m)/2$ pairs two short FFTs are computed.

30

Now consider the case when 1 $l = 2r + 1$ is an odd number. Therefore $m - l = 2s + 1$ is

- 16 -

also an odd number. The $2r$ channels requiring long transform are paired together to form r pairs and then $2r$ transforms are computed using r FFTs only. Similarly, for the $2s$ channels s pairs are formed. What remains is one channel requiring long transform and another requiring two short transforms. Both of these channels are paired together and

5   two short FFTs are computed to derive the MDCT.

The rationale for constraining the long transform to two short ones is as follows. A short transform is required for restricting quantization noise associated with the transient within a small temporal region about the transient, avoiding temporal masking. A long transform

10 gives slight better frequency resolution but the error is not much compared to the case when in the presence of transient a long transform is utilised. Forcing a long transform onto a channel in the presence of transient leads to greater distortion in the final produced music. This conjecture was proven true by experimental studies on benchmark music streams.

15

Combining Windowing with pre-processing

Before the time domain signal $x[n]$ is transformed to the frequency domain, a windowing function is usually applied. Thus, if the sampled signal is $p[n]$ then the sequence that is

20 applied to the frequency transformation block is $x[n] = p[n] * w[n]$, where $w[n]$ is the windowing function. From the previous sections we noted that before the FFT is computed for a block a pre-processing is performed as given in Eq. 11 (reproduced below for convenience). Thus

$$x'[n] = x[n] * e^{j\pi n/N}$$

25
$$= (p[n] * w[n]) * e^{j\pi n/N}$$
$$= (p[n] * w[n]) * (\cos \pi n/N + j \sin \pi n/N)$$
$$= p[n] * ((w[n] * \cos \pi n/N) + j(w[n] * \sin \pi n/N)) \qquad \text{Eq. 24}$$

From Eq. 24 we note that the windowing function can be combined with the cosine and

30 sine multiplication required in Eq. 11. This brings down the computation even further since the sine and cosine are usually implemented in a real time system as table-lookup. If

- 17 -

two tables are constructed as defined below

$$r\cos[n] = w[n] * \cos(\pi n/N)$$
$$r\sin[n] = w[n]* \sin(\pi n/N)$$

5

then Eq. 11 can be rewritten as

$$x'[n] = (p[n] * r\cos[n]) + j(p[n]* r\sin[n]) \qquad \text{Eq. 25}$$

10 Although the invention has been described herein primarily in terms of its mathematical

derivation and application, and the procedures required for implementation, it will be

readily recognised by those skilled in the art that the procedures described can be

implemented by means of any desired computational apparatus. For example, the

invention may be embodied in computer software operating on general purpose computing

15 equipment, or may be embodied in purpose built circuitry or contained in microcode or

the like in an integrated circuit or set of integrated circuits.

The foregoing detailed description of embodiments of the invention has been presented by

way of example only, and is not intended to be considered limiting to the invention as

20 defined in the claims appended hereto.

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Glossary of Equations:

MDCT

$$X_k = \sum_{n=0}^{n=N-1} x[n] * \cos(2\pi*(2n+1)*(2k+1)/4N + \pi*(2k+1)/4) \quad k=0...(N/2-1)$$

$$= \cos\gamma * (g_{k,r}\cos(\pi(k+1/2)/N) - g_{k,i}\sin(\pi(k+1/2)/N)$$

$$- \sin\gamma * (g_{k,r}\sin(\pi(k+1/2)/N) + g_{k,i}\cos(\pi(k+1/2)/N)$$

$$= T_1\cos\gamma(k) - T_2\sin\gamma(k)$$

$$T_1 = \sum_{n=0}^{n=N-1} x[n]*\cos\alpha(n,k) \qquad T_2 = \sum_{n=0}^{n=N-1} x[n]*\sin\alpha(n,k)$$

$$= 1/2(A_1 + A_2) \qquad\qquad = 1/2j(A_1 - A_2)$$

$$A_1 = \sum_{n=0}^{n=N-1} x[n]*e^{j\alpha} \qquad A_2 = \sum_{n=0}^{n=N-1} x[n]*e^{-j\alpha}$$

$$= e^{j\pi(k+1/2)/N}*G_k \qquad\qquad = e^{-j\pi(2k+1/2)/N} * G_k^*$$

$$G_k = \sum_{n=0}^{n=N-1} (x[n]*e^{j\pi n/N})*e^{j2\pi nk/N} \qquad G_k^* = \sum_{n=0}^{n=N-1} (x[n]*e^{-j\pi n/N})*e^{-j2\pi nk/N}$$

$$T_1 = 1/2(e^{j\pi(k+1/2)/N} G_k + e^{-j\pi(k+1/2)/N} G_k^*)$$

$$T_2 = 1/2j(e^{j\pi(k+1/2)/N} G_k - e^{-j\pi(k+1/2)/N} G_k^*)$$

$$G_k = (Z_k + Z_{N-k-1}^*)/2 \qquad\qquad k=0...N/2-1$$

$$G_k' = (Z_k - Z_{N-k-1}^*)/2j \qquad\qquad k=0...N/2-1$$

$$\alpha(n,k) = 2\pi(2n+1)(2k+1)/4N$$

$$\gamma(k) = \pi(2k+1)/4$$

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Claims

1.   A method for coding audio data comprising a sequence of digital audio samples, including the steps of:

i)   multiplying the input samples with a first trigonometric function factor to generate an intermediate sample sequence;

ii)   computing a fast Fourier transform of the intermediate sample sequence to generate a Fourier transform coefficient sequence;

iii)   for each transform coefficient in the sequence, multiplying the real and imaginary components of the transform coefficient by respective second trigonometric function factors, adding the multiplied real and imaginary transform coefficient components to generate an addition stream coefficient, and subtracting the multiplied real and imaginary transform coefficient components to generate a subtraction stream coefficient;

iv)   multiplying the addition and subtraction stream coefficients with respective third trigonometric function factors; and

v)   subtracting the corresponding multiplied addition and subtraction stream coefficients to generate audio coded frequency domain coefficients.

2.   A method for coding audio data as claimed in claim 1, wherein the audio coded frequency domain coefficients comprise modified discrete cosine transform coefficients.

3.   A method for coding audio data as claimed in claim 1 or 2, wherein the first trigonometric function factor for each audio sample is a function of the audio sample sequence position and the number of samples in the sequence.

4.   A method for coding audio data as claimed in claim 3, wherein the respective second trigonometric function factors for each transform coefficient in the sequence are respective functions of the transform coefficient sequence position and the number of coefficients in the sequence.

5.   A method for coding audio data as claimed in claim 4, wherein the respective third

trigonometric function factors are respective functions of the transform coefficient

sequence position.

5   6.   A method for coding audio data as claimed in claim 5, wherein step i) comprises

multiplying the input sequence samples $x[n]$ by the first trigonometric function factor

$cos(\pi n/N)$ to generate the intermediate sample sequence, where:

        $x[n]$ are the input sequence audio samples;

        N is the number of input sequence audio samples; and

10        $n = 0,....,N-1$.

7.   A method for coding audio data as claimed in claim 6, wherein step ii) comprises

computing the fast Fourier transform of the intermediate sample sequence so as to generate

said transform coefficient sequence $G_k = g_{k,r} + jg_{k,i}$, where:

15   G_k is the transform coefficient sequence;

        $g_{k,r}$ are the real transform coefficient components;

        $g_{k,i}$ are the imaginary transform coefficient components; and

        $k = 0,....,(N/2-1)$.

20 8.   A method for coding audio data as claimed in claim 7, wherein step iii) comprises

determining the addition stream coefficients T_2 and subtraction stream coefficients T_1

according to:

        $T_1 = g_{k,r}\ cos(\pi(k+1/2)/N) - g_{k,i}\ sin(\pi(k+1/2)/N)$

        $T_2 = g_{k,r}\ cos(\pi(k+1/2)/N) + g_{k,i}\ sin(\pi(k+1/2)/N)$

25 where T_1 and T_2 are the subtraction stream and addition stream coefficients, respectively.

9.   A method for coding audio data as claimed in claim 8, wherein steps iv) and v)

comprise generating the audio coded frequency domain coefficients X_k according to:

        $X_k = T_1\ cos(\pi(2k+1)/4) - T_2\ sin(\pi(2k+1)/4)$

30 where X_k are the audio coded frequency domain coefficients; and

        $cos(\pi(2k+1)/4)$ and $sin(\pi(2k+1)/4)$ are the third trigonometric function factors.

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10.   A method for coding audio data, including the steps of:

combining first and second sequences of digital audio samples from first and second audio channels into a single complex sample sequence;

determining a Fourier transform coefficient sequence as defined in any preceding

5 claim;

generating first and second transform coefficient sequences by combining and/or differencing first and second selected transform coefficients from said Fourier transform coefficient sequence; and

for each of the first and second transform coefficient sequences, generating audio

10 coded frequency domain coefficients as defined in any preceding claim, so as to generate respective sequences of said audio coded frequency domain coefficients for the first and second audio channels.

11.   A method for coding audio data as claimed in claim 10, wherein the step of

15 generating first and second transform coefficient sequences comprises, for each corresponding coefficient in the first and second transform coefficient sequences, selecting first and second transform coefficients from said Fourier transform coefficient sequence, determining a complex conjugate of said second transform coefficient, combining said first transform coefficient and said complex conjugate for said first transform coefficient

20 sequence and differencing said first transform coefficient and said complex conjugate for said second transform coefficient sequence.

12.   A method for coding audio data as claimed in claim 10 or 11, wherein the multiplying step i) comprises multiplying the input sequence samples $z[n]$ by the first

25 trigonometric function factor $cos(\pi n/N) + jsin(\pi n/N)$ to generate the intermediate sample sequence, where:

$z[n] = x[n] + jy[n]$ is the complex sample sequence;

$x[n]$ is the first sequence of digital audio samples;

$y[n]$ is the second sequence of digital audio samples;

30   N is the number of input sequence audio samples in each sequence;

$n = 0,....,N-1$; and

- 22 -

j is the complex constant.

13.   A method for coding audio data as claimed in claim 11 or 12, wherein said first
and second transform coefficient sequences are generated according to:

5            $G_k = (Z_k + Z^*_{N-k-1})/2$

             $G'_k = (Z_k - Z^*_{N-k-1})/2j$

where G_k is said first transform coefficient sequence;

             G'_k is said second transform coefficient sequence;

             N is the number of input sequence audio samples;

10           $k = 0,....,(N/2-1)$;

             Z_k is said first transform coefficient;

             Z^*_{N-k-1} is the complex conjugate of said second transform coefficient; and

             j is the complex constant.

15 14.   A method for coding audio data as claimed in any one of claims 10 to 13,
including examining said first and second sequences of digital audio samples to determine
a short or long transform length, and coding the audio samples using a short or long
transform length as determined.

20 15.   A method for coding audio data comprising sequences of digital audio samples
from a plurality of audio channels, comprising determining a transform length for each of
the channels, pairing the channels according to their determined transform length, and
coding the audio samples of first and second channels in each pair, as defined in any one
of claims 10 to 13, according to the determined transform length.

25

16.   A method for coding audio data as claimed in any preceding claim, including
applying a windowing function in combination with said multiplying step i).

17.   A method for coding audio data including the steps of:

30   obtaining at least one input sequence of digital audio samples;

             pre-processing the input sequence samples including applying a pre-multiplication

- 23 -

factor to obtain modified input sequence samples;

transforming the modified input sequence samples into a transform coefficient
sequence utilising a fast Fourier transform; and

post-processing the sequence of transform coefficients including applying first post-
5   multiplication factors to the real and imaginary coefficient components, differencing and
combining the post-multiplied real and imaginary components, applying second post-
multiplication factors to the difference and combination results, and differencing to obtain
a sequence of modified discrete cosine transform coefficients representing said input
sequence of digital audio samples.

10

18.   A method as claimed in claim 17, wherein the pre-multiplication factor, and first
and second post-multiplication factors are trigonometric function factors.

19.   A method as claimed in claim 18, wherein the pre-multiplication factor applied to
15 each digital audio sample in the input sequence is a trigonometric function of the audio
sample sequence position and the number of samples in the sequence.

20.   A method as claimed in claim 18, wherein the first post-multiplication factors for
each transform coefficient in the sequence are trigonometric functions of the transform
20 coefficient sequence position and the number of coefficients in the sequence.

21.   A method as claimed in claim 18, wherein the second post-multiplication factor for
each difference or combination result is trigonometric functions of the transform
coefficient sequence position of the coefficients used in the difference or combination.

25

22.   A method as claimed in any one of claims 17 to 21, wherein the pre-processing
operations are performed on each sample in the input sequence individually.

23.   A method as claimed in any one of claims 17 to 22, wherein the post-processing
30 operations are performed on each transform coefficient in the sequence individually.

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24.   A method for coding audio data including the steps of:

obtaining first and second input sequences of digital audio samples corresponding

to respective first and second audio channels;

combining the first and second input sequences of digital audio samples into a

5   single complex input sample sequence;

pre-processing the complex input sequence samples including applying a pre-

multiplication factor to obtain modified complex input sequence samples;

transforming the modified complex input sequence samples into a complex

transform coefficient sequence utilising a fast Fourier transform; and

10   post-processing the sequence of complex transform coefficients to obtain first and

second sequences of audio coded frequency domain coefficients corresponding to the first

and second audio channels including, for each corresponding frequency domain coefficient

in the first and second sequences, selecting first and second complex transform coefficients

from said sequence of complex transform coefficients, combining the first complex

15   transform coefficient and the complex conjugate of the second complex transform

coefficient for said first channel and differencing the first complex transform coefficient

and the complex conjugate of the second complex transform coefficient for said second

channel, and applying respective post-multiplication factors to the combination and

difference to obtain said audio coded frequency domain coefficients corresponding to the

20   first and second audio channels.

25.   A method as claimed in claim 24, wherein the pre-multiplication factor for each

sample in the complex input sample sequence comprises a complex trigonometric function

of the complex input sample sequence position and the number of samples in the sequence.

25

26.   A method as claimed in claim 24 or 25, wherein the post-processing for each of the

first and second channels includes applying first post-multiplication factors to the real and

imaginary coefficient components, differencing and combining the post-multiplied real and

imaginary components, applying second post-multiplication factors to the difference and

30   combination results, and differencing to obtain a sequence of modified discrete cosine

transform coefficients representing said input sequence of digital audio samples.

27.   A method for coding audio data including the steps of:

obtaining first and second input sequences of digital audio samples $x[n]$, $y[n]$ corresponding to respective first and second audio channels;

combining the first and second input sequences of digital audio samples into a

5   single complex input sample sequence $z[n]$, where $z[n] = x[n] + jy[n]$;

pre-processing the complex input sequence samples including applying a pre-multiplication factor $cos(\pi n/N) + jsin(\pi n/N)$ to obtain modified complex input sequence samples, where N is the number of audio samples in each of the first and second input sequences and $n = 0,....,(N-1)$;

10   transforming the modified complex input sequence samples into a complex transform coefficient sequence Z_k utilising a fast Fourier transform, wherein $k = 0,....,(N/2-1)$; and

post-processing the sequence of complex transform coefficients to obtain first and second sequences of audio coded frequency domain coefficients corresponding to the first

15   and second audio channels X_k, Y_k according to:

$$G_k = (Z_k + Z^*_{N-k-1})/2 \qquad k=0...N/2-1$$

$$G'_k = (Z_k - Z^*_{N-k-1})/2j \qquad k=0...N/2-1$$

$$X_k = cos\gamma * (g_{k,r}cos(\pi(k+1/2)/N) - g_{k,i}sin(\pi(k+1/2)/N)$$
$$- sin\gamma * (g_{k,r}sin(\pi(k+1/2)/N) + g_{k,i}cos(\pi(k+1/2)/N)$$

$$Y_k = cos\gamma * (g'_{k,r}cos(\pi(k+1/2)/N) - g'_{k,i}sin(\pi(k+1/2)/N)$$
$$- sin\gamma * (g'_{k,r}sin(\pi(k+1/2)/N) + g'_{k,i}cos(\pi(k+1/2)/N)$$

where G_k is a transform coefficient sequence for the first channel;

G'_k is a transform coefficient sequence for the second channel;

20      $g_{k,r}$ and $g_{k,i}$ are the real and imaginary transform coefficient components of G_k;

$g'_{k,r}$ and $g'_{k,i}$ are the real and imaginary transform coefficient components of G'_k;

Z^*_{N-k-1} is the complex conjugate of Z_{N-k-1}; and
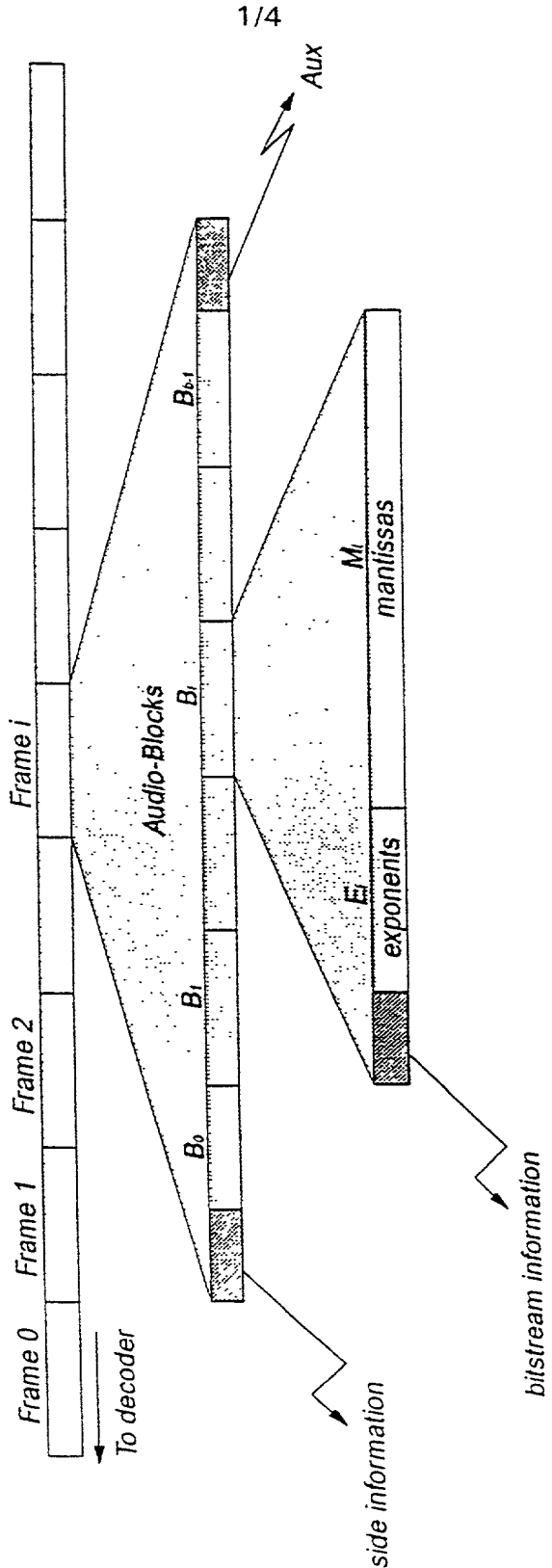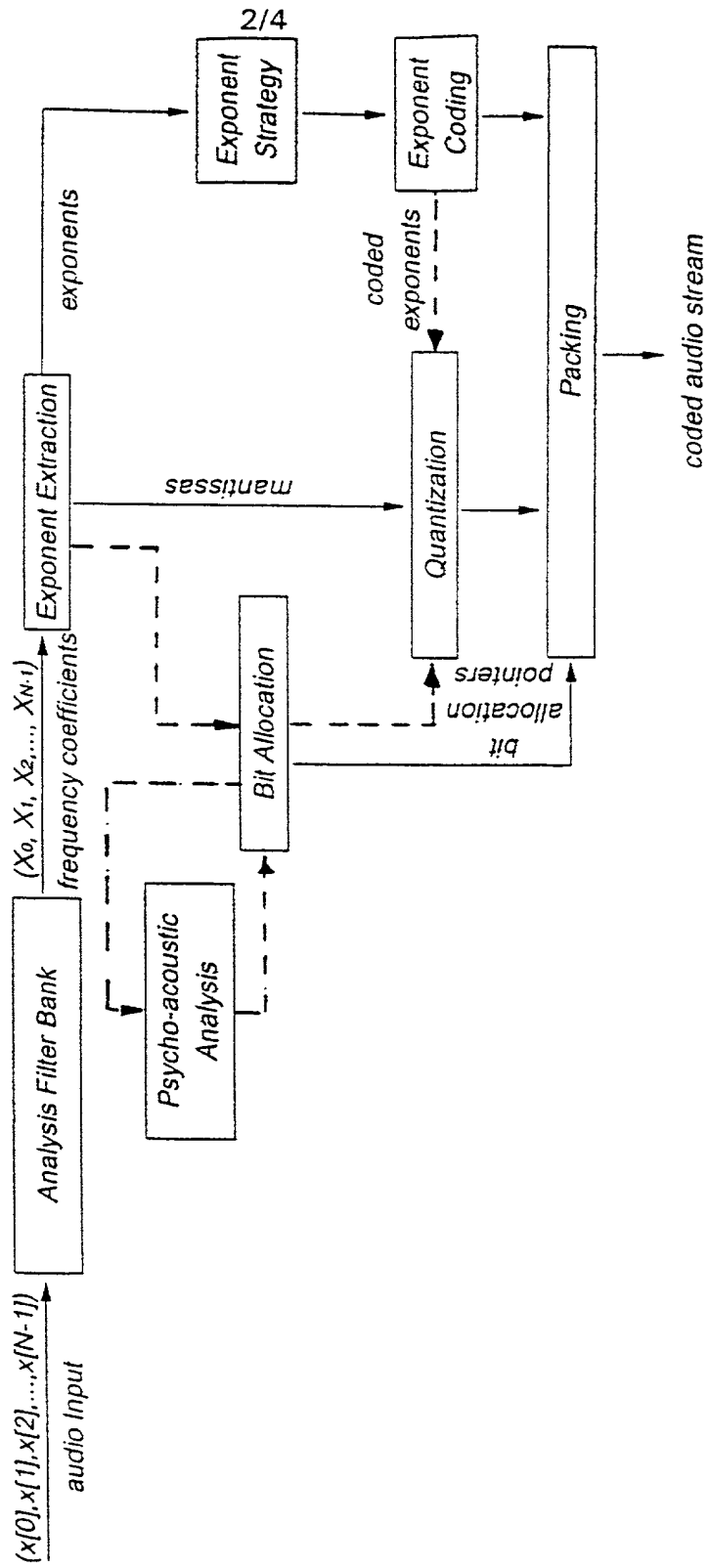
$\gamma(k) = \pi(2k+1)/4$.

09/622736

Audio Frame

Frame 0 Frame 1 Frame 2 Frame i

To decoder

Audio-Blocks

B_0 B_1 B_i B_i B_{b-1}

Aux

M_i mantissas

E_i exponents

side information

bitstream information

Fig. 1

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AUDIO ENCODER

audio input
$(x[0], x[1], x[2], ..., x[N-1])$

Analysis Filter Bank

$(X_0, X_1, X_2, ..., X_{N-1})$
frequency coefficients

Exponent Extraction

exponents

Exponent Strategy

Exponent Coding

coded exponents

mantissas

Psycho-acoustic Analysis

Bit Allocation

Quantization

bit allocation pointers

Packing

coded audio stream

Fig. 2

Fast Modified Discrete Cosine Transform (single channel)

$x[n]$
input sequence

$cos(\pi n/N)$
pre-multiplication

Fast Fourier Transform

$G_k = g_{k,r} + jg_{k,I}$

$cos(\pi(k+1/2)/N)$ $g_{k,r}$ $g_{k,I}$ $sin(\pi(k+1/2)/N)$

$cos(\pi(k+1/2)/N)$ $g_{k,r}$ $g_{k,I}$ $sin(\pi(k+1/2)/N)$

$cos(\pi(2k+1)/4)$

$sin(\pi(2k+1)/4)$

post-multiplication

X_k

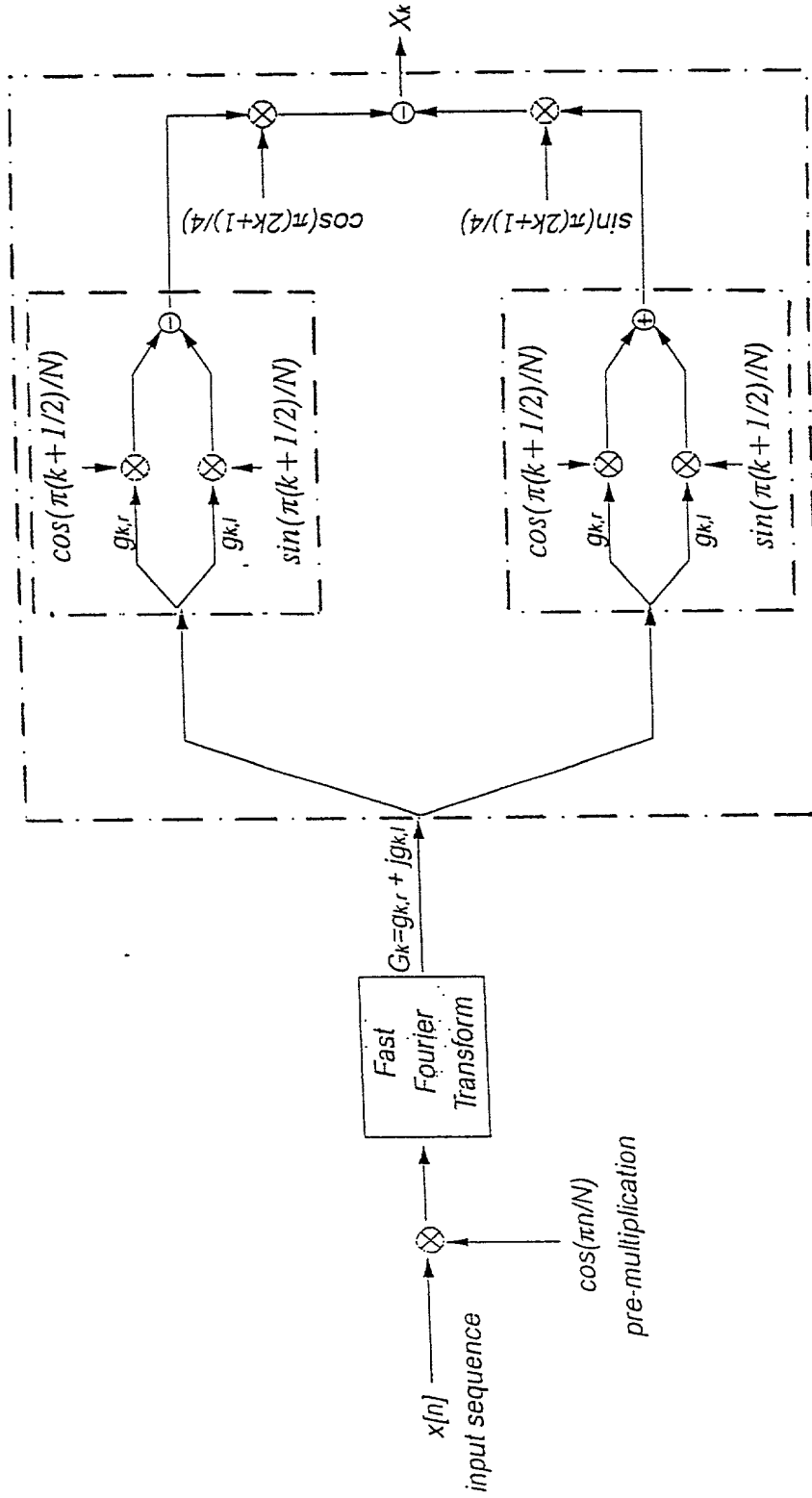## Fig. 3

Combined Fast Modified Discrete Cosine Transform (two channels)

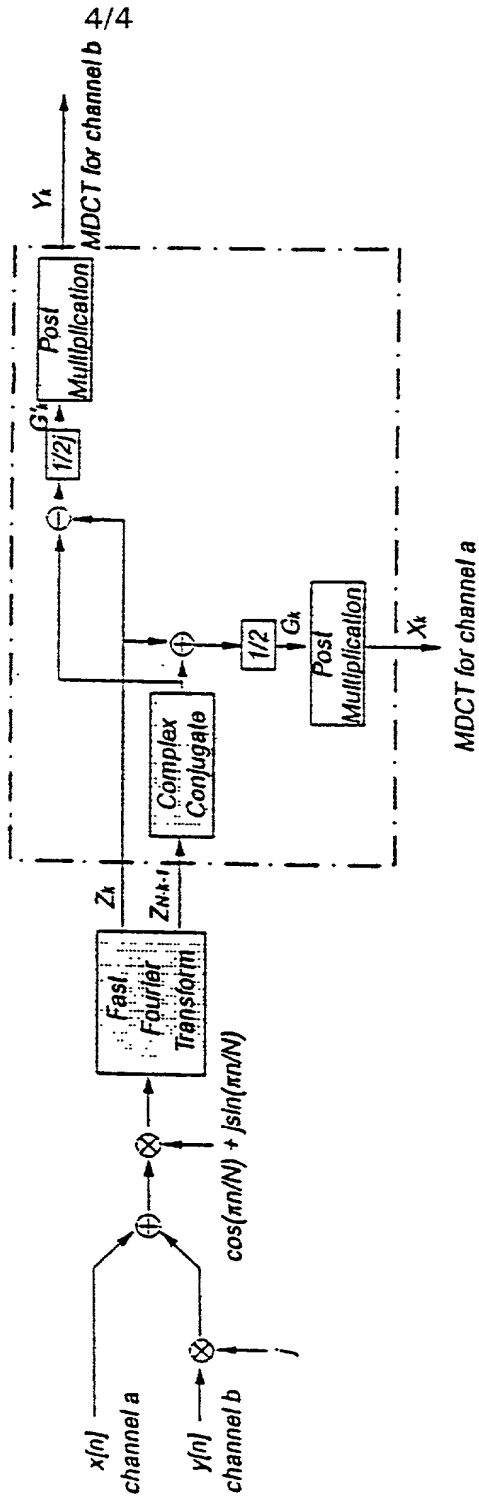
Fig. 4

DECLARATION AND POWER OF ATTORNEY

As the below-named inventors, we declare that:

Our residences, post office addresses, and citizenships are as stated below under our names.

We believe we are the original, first, and joint inventors of the invention entitled "A FAST FREQUENCY TRANSFORMATION TECHNIQUE FOR TRANSFORM AUDIO CODERS," which is described and claimed in the specification and claims of International Patent Application No. PCT/SG98/00014, which was filed on 21 February 1998 and for which a patent is sought.

We have reviewed and understand the contents of the foregoing specification, including the claims, as amended by any amendment specifically referred to herein (if any).

We acknowledge our duty to disclose information of which we are aware which is material to the patentability and examination of this application in accordance with 37 C.F.R. § 1.56(a).

We hereby claim foreign priority benefits under 35 U.S.C. § 119 of the foreign patent application listed below:

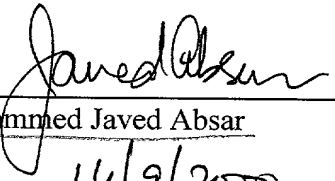| PRIOR FOREIGN/PCT APPLICATION(S) AND ANY PRIORITY CLAIMS UNDER 35 U.S.C. 119:			
COUNTRY	APPLICATION NUMBER	DATE OF FILING	PRIORITY CLAIMED UNDER 35 USC 119
PCT	PCT/SG98/00014	21 February 1998	YES

I hereby appoint DAVID V. CARLSON, Registration No. 31,153; MICHAEL J. DONOHUE, Reg. No. 35,859; KEVIN S. COSTANZA, Registration No. 37,801; SUSAN D. BETCHER, Reg. No. 43,498; BRIAN L. JOHNSON, Registration No. 40,033; E. RUSSELL TARLETON, Registration No. 31,800; ROBERT IANNUCCI, Reg. No. 33,514; and BRIAN G. BODINE, Reg. No. 40,520; comprising the firm of Seed Intellectual Property Law Group PLLC, 701 Fifth Avenue, Suite 6300, Seattle, Washington 98104-7092; and LISA K. JORGENSON, Registration No. 34,845; Registration No. 33,114; ROBERT D. McCUTCHEON, Registration No. 38,717; JEFFREY D. MOY, Registration No. 39,307, and THEODORE E. GALANTHAY, Registration No. 24,122, as my attorneys to prosecute this application and transact all business in the Patent and Trademark Office connected therewith. Please direct all telephone calls to David V. Carlson at (206) 622-4900 and telecopies to (206) 682-6031.

We further declare that all statements made herein of our own knowledge are true and that all statements made on information and belief are believed to be true; and further, that these statements were made with the knowledge that the making of willfully false statements and the like is punishable by fine or imprisonment, or both, under Section 1001 of Title 18 of the United States Code, and may jeopardize the validity of any patent issuing from this patent application.

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